

## AMENDMENTS TO THE CLAIMS

This following is a listing of claims pending in the instant application:

### CLAIMS

1. (Currently Amended) A method of activating [[an]] a client/server application in a client/server environment, comprising the steps of:
  - selectively highlighting the client/server application among a plurality of a client/server applications on a user interface on a client device wirelessly linked to a server; and
  - launching and activating the a client/server application and connecting to the server upon pushing a button on the client device.
2. (Currently Amended) The method of claim 1, wherein the step of selectively highlighting comprises the step of scrolling through a phonebook menu of client/server applications.
3. (Original) The method of claim 1, wherein the method further comprises the step of selectively highlighting a connectivity identifier among a plurality of connectivity identifiers.
4. (Original) The method of claim 3, wherein the step of connecting to the server comprises the step of connecting to the server via a network associated with the connectivity identifier selectively highlighted.
5. (Currently Amended) The method of claim 1, wherein the step of launching and activating and connecting for a client/server application comprises the step of pushing a push-to-talk button on the client device.

6. (Currently Amended) The method of claim 1, wherein the method further comprises the step of receiving a response from the server with respect to a client/server application in a form emulating a push-to-talk response.
7. (Original) A communication device, comprising:
  - a transceiver communicatively coupled to at least one server;
  - a user interface providing for a selection of at least one client/server application;
  - an input device; and
  - a processor coupled to the transceiver, wherein the processor is programmed to launch and activate the at least one client/server application and connect to the at least one server upon activating the input device.
8. (Original) The communication device of claim 7, wherein the user interface further provides a selection of connectivity options to the at least one server.
9. (Original) The communication device of claim 8, wherein the selection of connectivity options comprises a selection among at least one internet protocol address, at least one dispatch call address, and at least one phone number.
10. (Original) The communication device of claim 7, wherein the communication device is a JAVA enabled mobile handset.
11. (Original) The communication device of claim 10, wherein the at least one client/server application is a JAVA application.
12. (Original) The communication device of claim 7, wherein the user interface comprises a JAVA phonebook-like menu containing the selection for the at least one client/server application.

13. (Original) The communication device of claim 7, wherein the communication device further comprises a display.

14. (Currently Amended) The communication device of claim [[7]] 11, wherein the input device is a push-to-talk button.

15. (Original) The communication device of claim 7, wherein the communication device is selected among a group of devices comprising a dispatch two-way radio and a multi-modal phone having at least a dispatch mode.

16. (Original) A communication system in a client/server environment, comprising:

at least one server; and

a communication device, comprising:

    a transceiver communicatively coupled to the at least one server;

    a user interface providing for a selection of at least one client/server application;

    an input device; and

    a processor coupled to the transceiver, wherein the processor is programmed to launch and activate the at least one client/server application and connect to the at least one server upon activating the input device.

17. (Original) The communication system of claim 16, wherein the at least one server is a mobile communication device.

18. (Currently Amended) A machine readable storage, having stored thereon a computer program having a plurality of code sections executable by a machine for causing the machine to perform the steps of:

enable a user to selectively highlight [[an]] a client/server application in a client/server environment among a plurality of client/server applications on a user interface on a client device wirelessly linked to a server; and

launch and activate the client/server application and connect to the server upon pushing a button on the client device.

19. (Original) The machine readable storage of claim 18, wherein the computer program further has a plurality of code sections executable by the machine for causing the machine to perform the step of enabling a user to selectively highlight a connectivity identifier among a plurality of connectivity identifiers.

20. (Original) The machine readable storage of claim 18, wherein the computer program further has a plurality of code sections executable by the machine for causing the machine to perform the steps of launching , activating, and connecting upon detecting a push of a push-to-talk button on the client device.

21. (Currently Amended) The machine readable storage of claim 18, wherein the computer program further has a plurality of code sections executable by the machine for causing the machine to perform the step of receiving a response from a client/server application from the server in a form emulating a push-to-talk response.